

REQUIEM LIGHT

version
2.5
PLAYER EDITION



EPIC CATHEDRAL CHOIR

Welcome to the Soundiron's Requiem Light version 2.5 - Kontakt Player Edition!

We set out to create a powerful, versatile and -- most importantly -- affordable classical full-range epic choir, featuring an equal distribution of men and women. We designed it with film, trailer and epic orchestral scoring in mind, but insured that it's well-rounded enough for easy choral orchestration in just about any scenario. We originally recorded Requiem Light in a beautiful grand cathedral in San Francisco, making sure we captured every nuance of the space. In order to do so, we recorded the singers at close, mid and far ranges, then mixed all the samples to a single well-balanced stereo blend, providing an absolutely huge, powerful sound with supreme resource efficiency and ease-of-use.

We captured dozens of staccato syllables and sustained marcato words, along with pure vowel sustains and true legato intervals for the major vowel types, allowing smooth, life-like note transitions. We also included a variety of poly-syllabic latin-based chants for both the entire choir and our two soloists. We've also included an extensive selection of choir effects (breathing, stomps, claps, vocal sweeps and much, much more.)

NEW FEATURES & BUG FIXES FOR VERSION 2.5

For version 2.5 of Requiem Light, we've added new tempo-synching and time-stretching functionality to the poly-sustains, soloists and choral effects presets, with the help of Kontakt 5's new higher quality TM Pro engine. Please be aware that Kontakt 5 is required for these new specialty presets.

NEW FEATURES & FIXES EXCLUSIVE TO SOUNDIRON'S REQUIEM LIGHT

- Looping Marcatos (that's right!) with releases.
- Polyphonic legato for Poly-Sustain patches (full choir and soloists).
- Self-Timed Early Release Samples for Fast Poly-Sustains.
- New master Sustains patch with a complete range of vowel sounds to choose from and blend in real-time.
- Collection of custom ambient and effect presets built on the Requiem Light Samples themselves.
- Fixed note placement in true legato patches (Notes are no longer shifted an octave).
- Improved the UI to be completely automatable by midi controllers and host sequencers.
- Added a knob for Legato speed control as well as release sample volume controls.
- Legato transition smoothing.
- Playability refinements.
- Various other fixes and upgrades

Version 1.0 of this library was originally published as "Requiem Light" by Tonehammer, Inc.

SOUNDIRON ^{version 2.5} REQUIEM LIGHT PLAYER EDITION

Powered By the Native Instruments Kontakt Player

Special note to Kontakt Player users: After installing and registering Requiem Light, if you'd like to explore the entire world of Soundiron, you can take advantage of great cross-grade deals from Native Instruments and get the full version of Kontakt 5 at a deep discount, which will allow you to load, play and customize any one of our 40+ unlocked open-format instrument libraries. [Click Here](#) for full details.

If you don't have the full version of Kontakt 4 or 5 or the free Kontakt Player 4 or 5 already installed, you can download the latest Kontakt Player from Native Instruments and install it for free. [Click Here](#) to download (PC or Mac). Kontakt & Kontakt Player are registered trademarks of Native Instruments GmbH

OVERVIEW

89 Kontakt patches (unlocked)

3,960 Samples

4.42 GB Installed

24bit / 44.1kHz stereo lossless .ncw samples

Powerful custom performance, effects and legato control interface

Note: Native Instruments Kontakt or Kontakt Player 4.2.3 or later full required to use nki presets. Kontakt 5.0.2 or later is required for all tempo-synching ("TS") and most speed-control ("SC") presets included in this library.

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ABOUT THE REQUIEM CHOIR

REQUIEM LIGHT is the successful culmination of a dream we have had for several years. We always believed that there was another way of sampling choir and vocals. We believed it would be possible to have completely audio-realistic choir samples with a strong emotional connection. We believed that we needed to cover all the basic articulations, but also add a variety of new dimensions to this powerful type of sampling.

Requiem Light was recorded over a period of two weeks in one of the oldest cathedrals in San Francisco. The conductor, Robert Geary, is one of the leading choir conductors in the world and the choir was comprised of members of his multi-award winning VOLTI choir and the San Francisco Choral Society, handpicked by Robert Geary and our friend and Director of the SF Choral Society, Alan Kleinschmidt, who moved heaven and earth to make these sessions possible.

Requiem Light is the next-generation virtual choir developed for professional composers, producers and recording artists. The library is based on a variety of new recording and sampling techniques, some which have never before been deployed in choral sample libraries, allowing it to literally sound like a real choir. The library includes carefully designed arrangements: full choir in a continuous blend from Bass to Soprano for our true legato, and divisi groups (males/females) and solo singers for the polysustains and vowel sustains. We kept the grouping unified and simple to allow maximum efficiency and ease of use.

The library contains true (polyphonic) legato intervals from piano to forte, sustains from piano to forte, divisi vowel sustains with 8 unique vowel sounds, staccato with repetitions, and ultra forte marcato, along with hundreds of choral effects including whispers, shouts, clusters, demonic chants, sweeps, consonants, claps, snaps and a variety of other effects.

We recorded this library with a total of 8 unique microphone arrays throughout the cathedral, using 16 large and small diaphragm cardioid and omni microphones. We then carefully mixed and mastered the channels into a single well-balanced blend, providing all the clarity, quality, depth, power, tone and body, while allowing a significant overall conservation of system resources (cpu, ram, storage space and disk streaming bandwidth) and greater ease of use.

We then designed and programmed the content to provide the most essential articulations and presets, making Requiem Light the perfect all-in-one choral tool kit. Requiem Light is intended for users who want a professional choir library at their fingertips, without the usual trade-offs. It's designed to excel, whether dropped into the most resource intensive orchestral scoring templates or loaded on a laptop for composing on the road or use in live performance settings.

ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 44.1kHz / 24bit., in a naturally reverberant cathedral environment to provide warm, realistic and lush acoustics. Also be aware that some sound sources are very quiet and to capture their full clarity and detail, it is necessary to allow low levels of preamp and mic hiss to exist in the recordings. We carefully choose our equipment and methods to prevent this wherever possible, but some sounds are just very small. Therefore, please do keep in mind that we don't claim or aim to provide perfectly quiet or perfectly sterile sounds or musical instrument samples.

Accessibility

All of the sample content and impulse files are locked into encrypted nxk monolith files which can only be read by Kontakt and Kontakt Player. This is a standard limitation of "Powered-By-Kontakt" Player formatted libraries like this one. If you wish to freely access this library's samples or impulses, you'll need the standard open-format version of this library and the full version of Kontakt 4 or later.

Also keep in mind that to use and/or edit the Kontakt presets, you'll need the full version of 4.2.4 or later. The free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support instrument editing. Also be aware that the free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

Kontakt 5.0.2 or later is required for all tempo-synching ("TS") and most speed-control ("SC") presets included in this library.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it is widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, including free and open-source standards like SFZ, then there are a variety of great tools that you can use to customize this library, such as Extreme Sample Converter and Chickensys Translator. Just be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp, reverberant snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into our integrated Reverb plugin on the FX tab of the user interface, these impulses can impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has its own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Sometimes these variables don't play nice. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

The latest free Kontakt Player or the full retail version of Native Instruments Kontakt 4.2.3 or later is required to use this library. Kontakt 5.0.2 or later is required for all tempo-synching ("TS") and most speed-control ("SC") presets included in this library.

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We recommend that you have *at least* 2GB of system ram, a dual core cpu and at least a 7200 rpm SATA hard disk before purchasing this or any other Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

We use the Continuata Download Manager to provide high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You'll also need Java v1.6 or later. You may also need to add permissions to your security settings for the downloader, if they block applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word **"INSTALLED"**. Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Select the same download/installation location on your computer that you chose originally. If the downloader reports a DL Error or Install error, it will usually try to download the file again until it successfully downloads and verifies all the data it needs. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code and the email address you used to order. Or, if you used the downloader originally, but you need to re-install the library manually for any reason, at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library once download is complete. Please note that Stuffit Expander and Winzip **DO NOT** support many types of common rar files.

Library Activation

1. If you don't already have Kontakt 4 or the Kontakt 4 Player installed, download the Free Kontakt Player (WIN / OSX) by [Clicking Here](#).
2. Please download and install the Requiem Light library archive using our SInstaller automatic download & installation manager or by logging into the manual download area on our site with your web browser and using the direct link. You can find full instructions in your download code email and on the manual download page.

3. Once installed, the finished library should now be about 4.42 GB, containing 85 files and 15 folders. The individual samples are encoded into nxk monolith files and are not accessible outside of Kontakt.
4. Now open Kontakt in stand-alone mode. Make sure that you're logged into your computer as full system administrator with full permissions allowed and all OS and Security restrictions turned off. This is necessary to allow Kontakt and the NI Service Center to activate the product. You usually only need to do this when you first add and activate this product.
5. Go to the "Libraries" tab in the Kontakt browser window (found in the upper left area of Kontakt window, just to the right of the "files" tab).
6. Next, click the "add library" button at the top.
7. Point the window to your installed "Soundiron_Requiem_Light" folder.
8. Once the Requiem Light library module loads into the Libraries viewer, look for the "Activate" button on the right side of the new Emotional Piano library module. Press the button to launch the Service Center in order to register and activate the library.
9. Find the Requiem Light listing under the "Activation" tab in the Service Center and enter the serial number you received in your download email. For Emotional Piano, your download code is the same as your NI serial number. Then press the green "Activate" button at the bottom. Once that's complete, close the Service Center and close and restart Kontakt. The library should now be installed and ready to use.

Activation issues: If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Service Center.

Existing users of previous versions: If you have an older [Player](#) version of Tonehammer Requiem Light installed, you *may* need to remove it from the Service Center prior to installing this version in order to properly add and activate this new version with your original Requiem Light Serial number. If you have the unlocked standard open-format Emotional Piano library already installed, you do not need to remove it. It will not interfere with this version.



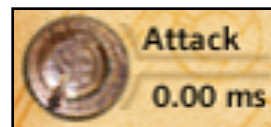
Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt.

BASIC CONTROLS

Attack - (CC 71)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.



Release - (CC93)

This controls the release time of the sound. Lower settings cause the sound to be damped and cut off, while higher settings allow the sound to play out as long as a note is held down. In the "MW" modwheel controlled X-fading presets, release has been moved to CC93.



Release Volume -

This controls the volume of the release samples that are triggered when a note and/or the sustain pedal is released (midi note-off).



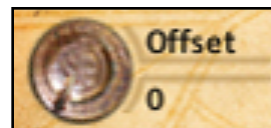
Swell - (CC72)

This knob controls the overall volume and intensity of the sound. This allows realtime volume swelling and fading.



Offset - (CC91)

This allows you to skip ahead and start each sample farther into the actual wav file. This allows you to customize exactly which part of the sound you want to play.



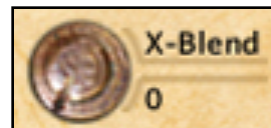
Dynamics -

This knob allows the user to fine tune velocity-based dynamics, meaning how much velocity affects a sample's volume and gain. A higher setting means more volume and gain, while a lower setting means less.



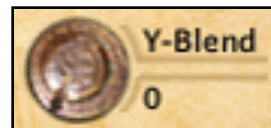
X-Blend - (CC92)

This knob controls the crossfading between low and high layers in patches that have multiple layers such as legato and poly-sustain patches.



Y-Blend - (CC74)

This knob is only available in the 3-way legato patch. It is used to control crossfading between the "Ah" and "Eh" syllables.



BASIC CONTROLS (continued)

Low -

This knob controls the sample that is to be played on the “low” layer in multi-layer patches. This knob is only available in multi-layer patches like Marcatos and Poly-Sustains.



High -

This knob controls the sample that is to be played on the “high” layer in multi-layer patches. This knob is only available in multi-layer patches like Marcatos and Poly-Sustains.



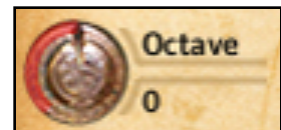
Stepping -

This knob alters the pitch of the sample when played up to ± 24 semitones. This knob can also be controlled by keyswitches (see below). This knob is only available in certain Choral Effects patches.



Octave -

This knob is similar to Stepping, but instead of semitones it pitches the samples by ± 4 octaves. This knob is only available in the Requirrones patches.



KSW Toggle Button -

This button toggles the keyswitch functionality on and off for the Stepping function. When on (colored Red) the range of red keys (visualized on Kontakt's keyboard) control the Stepping knob's value.

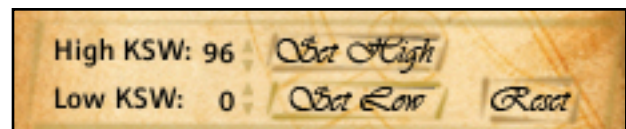


Speed -

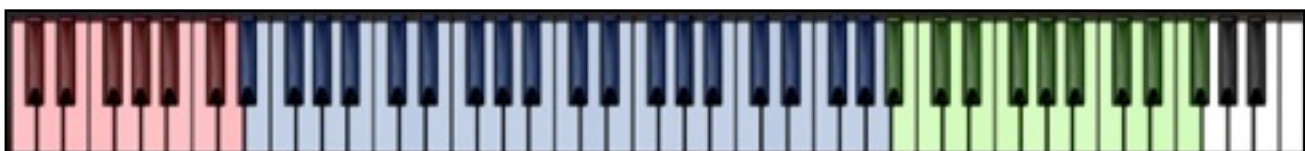
This knob is used to adjust the playback speed of samples in the Speed Control (“SC”) presets, without changing the pitch. Turning this knob left will slow the sample down, while turning it right speeds the sample up.



KEYSWITCH CONTROLS



Most patches in Requiem Light offer some sort of keyswitch functionality. This will be explained in detail using the images to the right and below as an illustration. First of all, the **High/Low KSW: Input Boxes**: these boxes represent numerically the lowest note for the selected range of keyswitches. As seen below, the Red key range represents the “Low” keyswitches while the Green key range represents the “High” keyswitches. The Blue key range is always the playable range in a patch (like a standard Kontakt instrument). Changing the value in the input boxes will move the appropriate range of keyswitches. Another method of setting keyswitches is to use the **Set High/Low Buttons**. After clicking one of them, text will appear above the **Reset** button prompting the user to press a key on their keyboard. Doing so will set the lowest key of the appropriate keyswitch range to that key. For example, clicking **Set Low**, then pushing C0 (midi note 24) on the keyboard will set the start of the low (Red) keyswitch range to 24. Clicking the **Reset Button** will set all keyswitch ranges back to default, where they “hug” the playable range. Please note that some patches only have lower (Red) keyswitches while other patches have no keyswitches at all.



Phrase Builder Controls



Basic Instructions:

The above picture illustrates the **Phrase Builder**. This utility is available for both Marcatos and Staccatos. This tool allows a user to create their own chants using Marcatos or Staccatos. The different syllable names on the scroll are clickable buttons. Clicking on one adds that syllable to the chant. In the above image, the “Ar” button was clicked and added to the chant, as seen in the small text above the candles. The “Skip” button is unique in that it adds a “note” of silence.

If the user makes a mistake, they can click the “Back” button on the scroll, which removes the most recently added syllable. Clicking the “Clear” button on the scroll clears all syllables from the chant and starts from scratch.

During playback, after a note or chord is played and released, the phrase builder moves onto the next syllable. When the end of the chant is reached, the phrase builder will loop back around to the first syllable. The current chant is visually represented by the lit candle.

Keyswitches:

The keyswitches in Phrase Builder allow complete control over the chant without using the user interface. The lower (Red) block of keyswitches controls the position of the chant. So pressing them skips to that place in the chant. Please note that you can’t skip to an unused “---” position in the chant. The upper (Green) keyswitches set the current chant position to a different chant.

So theoretically, a user can create a 16-syllable long chant and change it dynamically completely using their keyboard.

Legato Controls

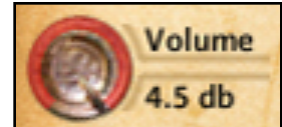
Speed -

This knob is used to fine tune the speed of legato transitions. While we have set the knob to what we think sounds best, users can use this knob make legato transitions seem slower or faster.



Volume -

This knob controls the volume of the legato transition samples only.



Polyphony -

This knob controls the number of legato playing positions. This allows for up to 3 legato melody chains to be played at once. This knob depends on the Range knob as discussed below.



Range -

This knob controls the range of each legato chain in semitones. Any new note played within range of a currently playing note will trigger a legato transition to it. Any new note that falls outside of the range of a currently playing legato chain will start a new chain (if any of the 3 are free). For example, if Polyphony is set to “2” and Range is set to “7” and the current note playing is C0; and if the next note played is within 7 semitones of C0, such as D#0, then C0 will legato to D#0. If instead of D#0 we play C1, which is outside the Range setting, then no transition would occur and C0 and C1 would play simultaneously.



Legato Toggle Button -

This button toggles the legato system on and off.



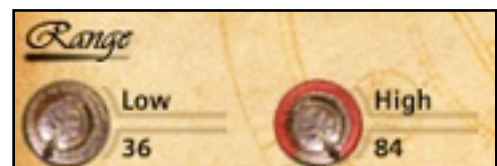
Release Toggle Button -

This button toggles the playing of release samples on and off. This button is only available in Poly-Sustain patches.



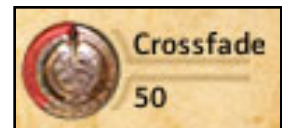
Range Knobs (Low & High) -

These knobs are only available in the true legato patches. They control the playable range of the patch. The Low knob controls the low boundary for the patch, while the High knob controls the high boundary. Change these knobs make are visually represented on the Kontakt keyboard by the [Blue](#) set of keys.



Crossfade -

This knob controls legato transition cross-fade time within the new Tempo-Synching (“**TS**”) and Speed Control (“**SC**”) poly-sustain presets, allowing the user to customize how long the crossfade should be from one note to the next while using the simulated legato. This can allow more fluid and realistic note transitions within the Latin words.



An important note about using our legato system:

When using the legato system (both true legato and simulated legato), make sure that you allow a brief overlap between notes as you transition from one note to the next. About a half-second of overlap between notes is all that is required before you let go of the old note after starting a new note. It may take some practice to get comfortable with this method, but this overlap is necessary in order to tell the system that you wish to play a legato transition.

Tone / FX Controls

The Tone / FX Tab of the main instrument user interface panel contains a full chain of special DSP effects that you can choose from. Each effect can be enable/disable and have a complete set of parameters that can be adjusted and CC or host automated independently. This special panel can be found in most of the instrument presets. The **Bypass All Button** functions as a panic button that disables all effects.

Equalizer (EQ3)



EQ3 On/Off

This button enables/disables the 3 Band EQ.

Low Gain

This knob sets the amount of gain for the low band.

Mid Gain

This sets the amount of gain for the fully sweepable mid band.

Mid Frequency

This sets the center frequency for the fully sweepable mid band.

High Gain

This sets the amount of gain for the high band.

Lo-Fi



Lo-Fi On/Off

This button enables/disables the "Lo-Fi" bit/sampler rate reduction effect.

Bits

This knob sets the simulated bit rate of the signal.

Sample Frequency

The S.Freq knob sets the simulated bit rate of the signal.

Pro 53 Filter



Pro53 On/Off

This button enables/disables the resonant filter effect.

Cutoff

Sets the filter's cut-off frequency.

Resonance

Sets the amount of resonance on the filter.

Flanger



Flanger On/Off

This button enables/disables the Flanger effect.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Depth

Sets the sweep depth of the flange.

Speed

Sets the sweep rate.

Phase

Sets the phase.

Color

Sets the brightness/tone color of the flanger effect.

Feedback

Sets the amount of signal feedback introduced into the signal path.

Rotator



Rotator On/Off

This button enables/disables the spinning speaker Rotator effect.

Speed

The rotation speed (slow/fast)

Treble

The amount of high end clarity.

Bass

The overall bass response.

Balance

Balance between low/high response.

Distance

The simulated distance between the microphone and the rotating speaker.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Delay



Delay On/Off

This button enables/disables the classic Delay effect.

Delay Rate

This menu allows you to set the timing division for tempo syncing.

Pan

This knob sets the left-right ping pong panning amount for each alternating echo.

Damping

Sets the amount of high frequency roll-off applied to each echo.

Feedback

Sets the amount of delay feedback introduced into the signal path.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Reverb



Reverb On/Off

This button enables/disables the convolution reverb effect.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Size

Sets the simulated room size of the convolution.

Low Pass

Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass

Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay

Sets the amount of pre-delay time before the wet signal is returned

Impulse drop-down menu

This menu allows you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, ranging from our favorite classic halls and cathedrals, to bizarre otherworldly spaces, to self-resonating sonic shapes and complex musical tones.

Stereo Imager



Stereo On/Off

This button enables/disables the stereo imaging effect.

Spread

This sets the width of the total stereo image, all the way from mono to ultra-wide.

Pan

This sets the pan position of the stereo image's center.

INSTRUMENT PROGRAMS

Note - Some of the below patches have **DFD** versions in a “dfd” subdirectory. The “dfd” versions use less computer memory, at the cost of using the computer’s CPU more.

Legato & Sustains Presets:

Sustains_full_legato_ah.nki

This patch contains true legato and sustains for the “Ah” vowel - C1 to C5.

Sustains_full_legato_eh.nki

This patch contains true legato and sustains for the “Eh” vowel - C1 to C5.

Sustains_full_legato_oh.nki

This patch contains true legato and sustains for the “Oh” vowel - C1 to C5.

Sustains_full_legato_ah.nki

This patch contains true legato and sustains for the “Ah” vowel - C1 to C5.

Sustains_full_legato_2-way_eh-ah.nki

This legato patch features two vowels - “Eh” & “Ah” - and allows for crossfading between the two using the X-blend knob - C1 to C5.

Sustains_full_legato_2-way_oh-ah.nki

This legato patch features two vowels - “Oh” & “Ah” - and allows for crossfading between the two using the X-blend knob - C1 to C5.

Sustains_full_legato_2-way_oh-eh.nki

This legato patch features two vowels - “Oh” & “Eh” - and allows for crossfading between the two using the X-blend knob - C1 to C5.

Sustains_full_legato_3-way_oh-ah-eh.nki

This legato patch features all three vowels and allows for crossfading between all three using the X-blend and Y-blend knobs - C1 to C5.

Sustains 6-vowel master.nki

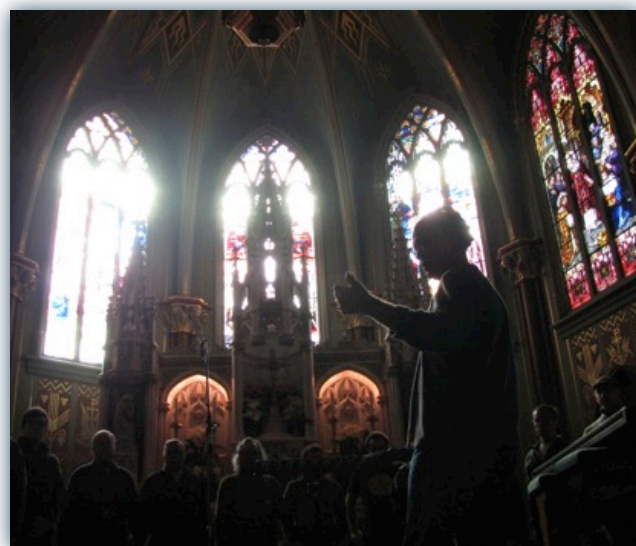
This patch contains 6 different vowel sustains - Ahh, Eh, Ih, Ee, Ohh and Uhm - of both the men and women, suitable for pad leads. Also features polyphonic pseudo legato functionality - C0 to B5.

Sustains 6-vowel Men.nki

This patch contains 6 different vowel sustains - Ahh, Eh, Ih, Ee, Ohh and Uhm - of the male singers, suitable for pad leads. Also features polyphonic pseudo legato functionality - C0 to B5.

Sustains 6-vowel Women.nki

This patch contains 6 different vowel sustains - Ahh, Eh, Ih, Ee, Ohh and Uhm - of the female singers, suitable for pad leads. Also features polyphonic pseudo legato functionality - C0 to B5.



Marcato Presets:

Marcato_full_2-layer-blend.nki

This patch features 16 different Marcato syllables. Two layers are available as well as blending between them. Polyphonic pseudo legato is also available. This patch now features loops and release samples, derived from samples that already exist in Requiem Light - C0 to B5.

Marcato_full_2-layer-blend_Phrase-Builder.nki

This is the Phrase Builder patch version for Marcatos. Please see the Phrase Builder section of this document for instructions on use - C0 to B5.

Poly-Sustain Presets:

poly-sustains_full_fast_2-layer.nki

This patch features 19 fast tempo latin-based poly-syllabic chants. Two layers are available as well as crossfading between them. Polyphonic pseudo legato is also available - D#1 to A4.

poly-sustains full fast 2-layer TS K5.nki *(Kontakt 5 only)*

This version allows automatic host-controlled **tempo-synching**. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - C1 to C5.

poly-sustains_full_fast_2-layer_auto-release.nki

This patch features 19 fast tempo latin-based poly-syllabic chants. Two layers are available as well as crossfading between them. Polyphonic pseudo legato is also available. This version of the patch features automatic release samples. Please note that when this feature is "On" Offset functionality is unavailable and the knob will be grayed out - D#1 to A4.

poly-sustains full fast 2-layer auto-release TS K5.nki

(Kontakt 5 only) This version allows automatic host-controlled **tempo-synching**. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - C1 to C5.

poly-sustains_men_slow_2-layer.nki

This patch features 12 slow tempo latin-based poly-syllabic chants sung by men. Two layers are available as well as crossfading between them. Polyphonic pseudo legato is also available - D#1 to G#3.

poly-sustains men slow 2-layer TS K5.nki *(Kontakt 5 only)*

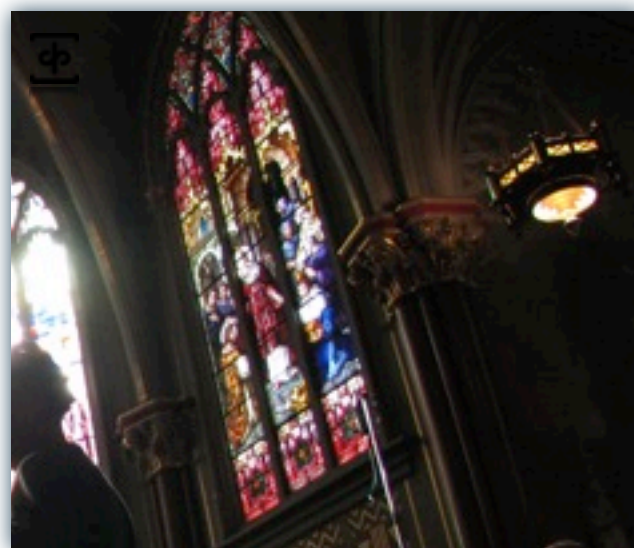
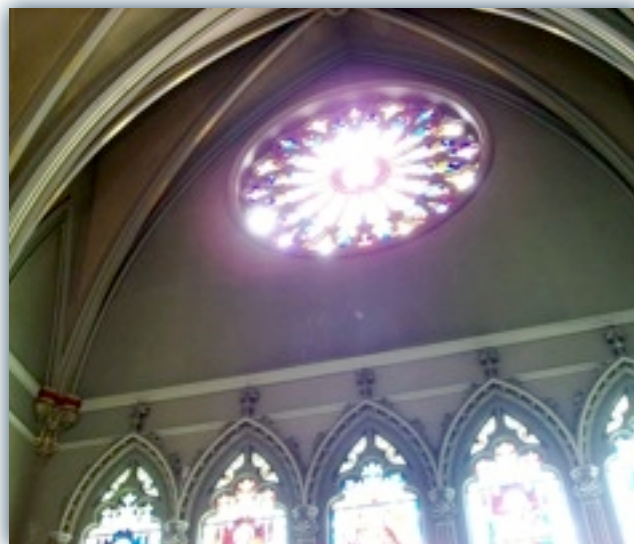
This version allows automatic host-controlled **tempo-synching**. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - C1 to G#3.

poly-sustains_women_slow_2-layer.nki

This patch features 12 slow tempo latin-based poly-syllabic chants sung by women. Two layers are available as well as crossfading between them. Polyphonic pseudo legato is also available - E2 to A4.

poly-sustains women slow 2-layer TS K5.nki

(Kontakt 5 only) This version allows automatic host-controlled **tempo-synching**. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - E2 to C5.



Stacatto Presets:

Staccato_full.nki

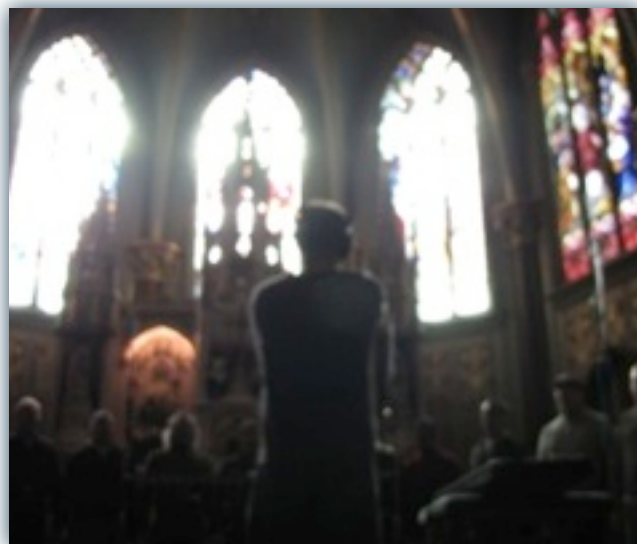
This patch features 19 different Staccato syllables. A quick-select knob as well as keyswitches are available - C0 to B5.

Staccato full SC K5.nki

This version allows time stretching of the samples using the pitch wheel or "Speed" knob. Please note that this feature uses Kontakt's built-in TM2 system and can produce undesirable glitches and artifacts.

Staccato_full_Phrase-Builder.nki

This is the Phrase Builder patch version for Staccatos. Please see the Phrase Builder section of this document for instructions on use - C0 to B5.



Soloist Presets:

poly-sustains_solo_tenor_2-layer.nki

This patch features our tenor soloist singing 10 different latin-based poly-syllabic chants. Two layers are available as well as crossfading between them. Polyphonic pseudo legato is also available - A1 to A#3.

poly-sustains solo tenor 2-layer TS K5 (Kontakt 5 only)

This version allows automatic host-controlled **tempo-synching**. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - C1 to A3.

poly-sustains solo tenor 2-layer SC K5 (Kontakt 5 only)

This version allows time stretching of the chants using the pitch wheel or "Speed" knob. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - C1 to A3.



poly-sustains_solo_soprano_2-layer.nki

This patch features our soprano soloist singing 10 different latin-based poly-syllabic chants. Two layers are available as well as crossfading between them. Polyphonic pseudo legato is also available - A2 to G#4.

poly-sustains solo soprano 2-layer TS K5 (Kontakt 5 only)

This version allows automatic host-controlled **tempo-synching**. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - G#2 to C5.

poly-sustains solo soprano 2-layer SC K5 (Kontakt 5 only)

This version allows time stretching of the chants using the pitch wheel or "Speed" knob. Please note that this feature uses Kontakt's built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8. - G#2 to C5.



Choral Effects Presets:

Choir_FX_full_body_percussion.nki

This patch features the choir performing various bodily percussion effects such as breathing, clapping and stomping - C1 to G#5.

Choir_FX_full_consonants_quick-select.nki

This patch features the full choir saying 54 different syllables all available on a quick select knob. - C4 to C6.

Choir_FX_full_dissonant_sweeps_down.nki

This patch features the choir performing a variety of dissonant vocal sweeps that pitch from high to low - C2 to A2.

Choir_FX_full_dissonant_sweeps_fast.nki

This patch features the choir performing a variety of fast dissonant vocal sweeps that go in both directions - C2 to C3.

Choir_FX_full_dissonant_sweeps_up.nki

This patch features the choir performing a variety of dissonant vocal sweeps that pitch from low to high - C2 to E4.

Choir_FX_full_swell_woo-ahh.nki

This patch features the choir performing a vocal swell that sounds like it moves from “woo” to “ahh” - C2 to G#4.

Choir_FX_full_words_fah-free-su.nki

This patch features the choir saying different words: “Fah,” “Free” and “Su” - C2 to D5.

Choir_FX_men_dissonant_clusters_long.nki

This patch features the men performing a variety of long, dissonant clusters - C2 to F3.

Choir_FX_men_dissonant_sweeps.nki

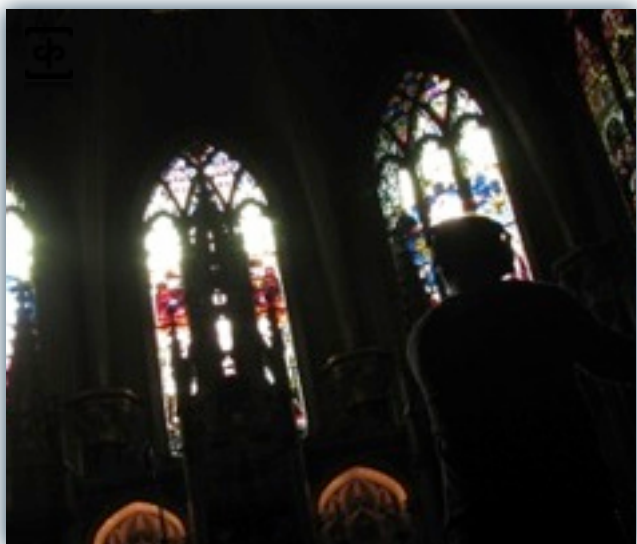
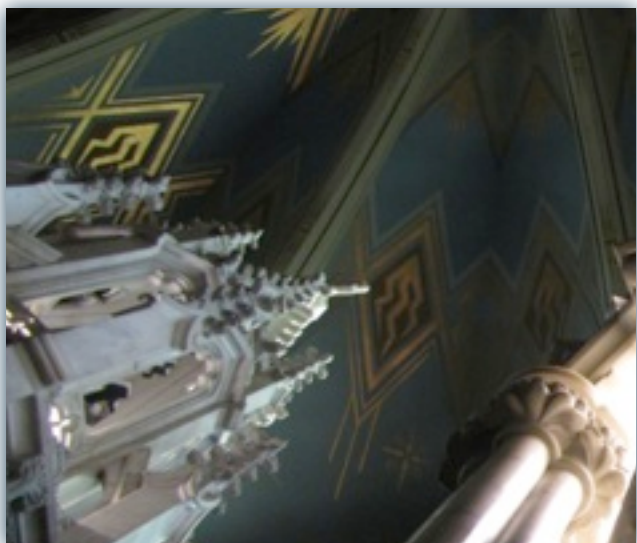
This patch features the men performing a variety of dissonant sweeps - C2 to G#3.

Choir_FX_women_dissonant_sweeps.nki

This patch features the women performing a variety of dissonant sweeps - C3 to C5.

Speed Control “SC” Kontakt 5-Only Presets:

You’ll find Time-stretching versions of most of the choral FX presets in the K5 sub-folder. These allow time stretching of the samples using the pitch wheel or “Speed” knob. Please note that this feature uses Kontakt’s built-in TM Pro system and can produce undesirable glitches and artifacts. It has a maximum voice polyphony of 8.



Ambient and FX Presets:

These special effect and ambient presets were designed and sculpted using the various finished Requiem Light Sample content that you'll find in this libraries actual 'Samples' directory.

Requidrones_all.nki

This patch features wonderful ambient pad leads derived directly from existing Requiem Light content. Includes both men and women, and a low, subsonic bass layer and a higher treble layer. Each layer features independent volume and octave controls C-2 to G8.

Requidrones_men.nki

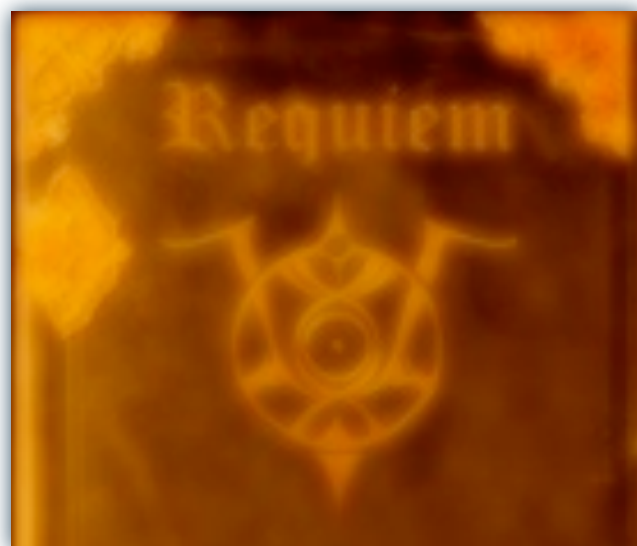
This patch features wonderful ambient pad leads derived directly from existing Requiem Light content. Includes male samples in a low, subsonic bass layer and a higher treble layer. Each layer features independent volume and octave controls C-2 to G8.

Requidrones_women.nki

This patch features wonderful ambient pad leads derived directly from existing Requiem Light content. Includes female samples in a low, subsonic bass layer and a higher treble layer. Each layer features independent volume and octave controls C-2 to G8.

Requiembiences.nki

This patch features 10 different, interesting ambiences derived directly from existing Requiem Light content. Two layers are available as well as crossfading between them C0 to C6.



CREDITS

SF Choral Society:

Conductor:

Robert Geary

Choral Director:

Alan Kleinschmidt

Singers:

Michael Mendelsohn (Tenor)

Kristen Brown (Soprano)

Lindsey McLennan

Verah Graham

Emily Ryan

David Kurtenbach

Chip Grant

Robert Huber

Barton Thomte

Cynthia Adams

Carlin Black

Catherine Heagerty

C. Christine Stuart

David Schermerhorn

Ella Bacon

Ethan Geary

Jesse Buddington

John Burgdorf

Jennifer Granat

Judith Murio

James Schenkel

Janet Scott

Kristina Ashley

Kathleen Leones

Mark Sumner

Nona Baker

Philip Buonadonna

Roger Fong

Roger King

Rachel Thompson-Ray

Susan Kalman

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Stephanie Small

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William Chiles

William Langley

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Troels Folmann

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Michael Peaslee

Gregg Stephens

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Gregg Stephens

Mike Peaslee

Instrument Programming:

Gregg Stephens

Mike Peaslee

Chris Marshall

Scripting and UI Design:

Chris Marshall

Special Thanks:

Blake Robinson

[Visit the San Francisco Choral Society](#)

SOUNDIRON

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THANK YOU.

Thanks for loving the Soundiron Requiem Light library and supporting all of our creations. The production of Requiem is not only a product of our own vision, but also a product of patience from friends and family. We would like to sincere thank the following people for everything they have done for us:

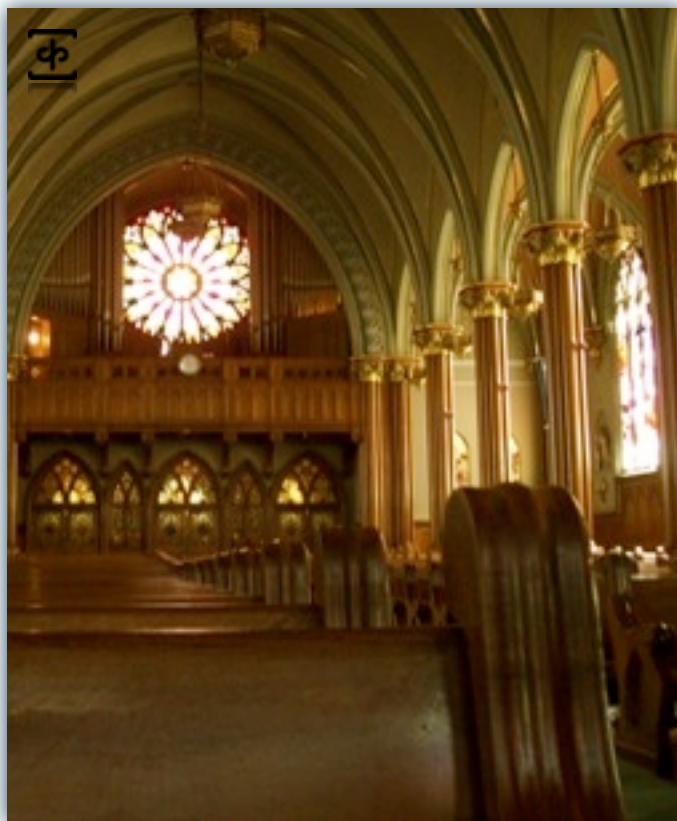
Jennifer Peaslee, Xenia Stephens, Tawnia Knox, Steve Tavaglione, Alex Pfeffer, Frederick Russ, Gabe Shadid and Thomas Bergersen.

If you have any questions, troubles, concerns, comments, love-letters or hate mail, feel absolutely free to send it on over to us:

info@soundiron.com

thanks!

Mike, Gregg and Chris



www.soundiron.com

